

USPT	((709/\$)!.CCLS.) and stereovision or stereoscop\$ or stereograph\$ and wireframe and texture	4224	<u>L24</u>
USPT	((707/\$)!.CCLS.) and stereovision or stereoscop\$ or stereograph\$ and wireframe and texture	4224	<u>L23</u>
USPT	((700/\$)!.CCLS.) and stereovision or stereoscop\$ or stereograph\$ and wireframe and texture	4224	<u>L22</u>
USPT	((382/\$)!.CCLS.) and stereovision or stereoscop\$ or stereograph\$ and wireframe and texture	4227	<u>L21</u>
USPT	((348/\$)!.CCLS.) and stereovision or stereoscop\$ or stereograph\$ and wireframe and texture	4226	<u>L20</u>
USPT	((345/\$)!.CCLS.) and stereovision or stereoscop\$ or stereograph\$ and wireframe and texture	4225	<u>L19</u>
USPT	112 and control\$ near5 wireframe	0	<u>L18</u>
USPT	116 and control\$ near5 wireframe	0	<u>L17</u>
USPT	wire near frame near5 view\$ and stereo near viewer	1	<u>L16</u>
USPT	wireframe near5 view\$ and stereo near viewer	1	<u>L15</u>
USPT	view\$ near5 wireframe and streo near viewer	0	<u>L14</u>
USPT	view\$ near5 wire near frame and streo near viewer	0	<u>L13</u>
USPT	stereo\$ near view\$ and wireframe and texture and left near3 eye and right near3 eye	3	<u>L12</u>
USPT	((359/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L11</u>
USPT	((714/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L10</u>
USPT	((712/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L9</u>
USPT	((711/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L8</u>
USPT	((710/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L7</u>
USPT	((709/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L6</u>
USPT	((707/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L5</u>
USPT	((700/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L4</u>
USPT	((382/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L3</u>
USPT	((348/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	0	<u>L2</u>
USPT	((345/\$)!.CCLS.) and stereo\$ near view\$ and wireframe near5 texture	2	<u>L1</u>

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